

rules[1]

<!--

\$Id: simple.gsp,v 1.8 2000/12/28 18:28:41 kbradley Exp \$
-->

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<!-- \$Id: header.html,v 1.20.6.5 2003/03/28 01:01:54 tinak Exp \$ -->

<html><head><title>PlaySite 3.0</title>

<script language="javascript" type="text/javascript" src="/globals/browser_detect.js"></script>

<script language="javascript" src="/globals/popup.js"></script>

</head>

<body bgcolor="#FFFFFF" link="#0066CC" vlink="#999999" alink="#0066CC" leftmargin="0" rightmargin="0" bottommargin="0" topmargin="0" marginwidth="0" marginheight="0" onLoad="window.focus();">

<!-- Begin exitstital adcall -->

<iframe src="http://info.accumail.com/fcadincl?shape=exitpopup&site=PS&area=ros.exit" width=0 height=0 marginwidth=0 marginheight=0 hspace=0 vspace=0 frameborder=0 scrolling=no bordercolor=#000000><script language="JavaScript1.1" SRC="http://info.accumail.com/fcjservlet?shape=exitpopup&site=PS&area=ros.exit"></script></iframe>

<!-- End exitstital adcall -->

<!-- Header -->

<table cellpadding="0" cellspacing="0" width="800" border="0">

<tr class="barblue">

<td>

<table cellpadding="0" cellspacing="0" border="0" width="100%">

<tr>

<td width="300"></td>

<!-- banner ad goes here -->

<td align="right">

<!-- RESINSTATING BANNER ADCALL TO RUN WORLDWINNER PROMOS <map name="banner">

<area shape="rect" coords="135,2,283,53" alt="" href="http://clickit.go2net.com/adclick?cid=243945&site=ps&area=ps.worldwinner.wordcubes&shape=textlink&clickurl=http://www.playsite.com/account/ww.gsp%3Fgame_id%3D12">

<area shape="rect" coords="294,11,451,53" alt="" href="http://

```

rules[1]
clickit.go2net.com/adclick?cid=243945&site=ps&area=ps.worldwinner.word
cubes&shape=textlink&clickurl=http://www.playsite.com/account/ww.gsp%3
Fgame_id%3D">
</map> -->

<!--  -->

<iframe src="http://xads.infospace.com/adincl?site=ps&area=mainpage&sh
ape=banner" width=468 height=60 marginwidth=0 marginheight=0 hspace=0
vspace=0 frameborder=0 scrolling=no bordercolor=#000000>
<script language='JavaScript1.1' SRC="http://xads.infospace.com/jserve
r?site=ps&area=mainpage&shape=banner">
</script></iframe></td>
<td></td>
</tr>
</table>
</td>
</tr>
<tr>
<td>
<table cellpadding="0" cellspacing="0" border=
"0" width="100%">
<tr>
<td width="300" rowspan="2" valign="to
p"></span>
<map name="poof"><area shape=rect coords="8,0,40,12" href="/" alt="Go
Home">
<area shape=rect coords="48,0,105,12" href="/account/register.gsp" alt
="Join PlaySite Now!">
<area shape=rect coords="116,0,188,12" href="/account/account.gsp" alt
="My Account">
<area shape=rect coords="194,0,243,12" href="/account/friend.gsp" alt=
"People">
<area shape=rect coords="251,0,283,12" href="/help/news.html" alt="Hel
p">
</map></td>
<td valign="top" class="barblu
e" width="70%"></td>
</tr>
<tr>
<td>
                                </td>
                                </tr>
                                </table>
                                </td>
                                </tr>
                                <tr>
                                <td>
<!-- MAIN -->
<table cellpadding="0" cellspacing="0" border="0" width="100%">
    <tr>
        <td rowspan="2" width="178" valign="top"><br><br>
            <!-- BEGIN TOWER AD --->
                <div align="center"><iframe src="http://xads.i
nfospace.com/adincl?site=ps&area=listpage&shape=120x600" width=120 hei
ght=600 marginwidth=0 marginheight=0 hspace=0 vspace=0 frameborder=0 s
crolling=no bordercolor=#000000>

<script language='JavaScript1.1' SRC="http://xads.infospace.com/jserve
r?site=ps&area=listpage&shape=120x600">
</script></iframe></div>
                <!-- END TOWER AD ---> <br><br> </td>
                <td class="board" rowspan="2"></td>
                <td valign=top colspan="3">
<table cellpadding="0" cellspacing="0" border="0" width="100%">
<tr class="barblue">
<td rowspan="2" width="184"></td>
<td height="20" class="smwhite" width="100%">&nbsp;<a href="/" class="
smwhite">PlaySite Home</a> &gt; <a href="/games/list.gsp?root=playsite
.board.monopoly" class="smwhite">Monopoly</a> &gt; Rules</td>
</tr>
<tr class="board">
<td width=417></td>
</tr>
</table>
</td>
</tr>

<tr>
</td>

```

rules[1]

```
<td valign=top width=420>

<table cellpadding=0 cellspacing=0 border=0 width=100%>
<tr>
<td colspan=2></td>
</tr>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>The Startup Phase</b></td>
</tr>
<tr>
<td width=10></td>
<td class="txtdef">
<p>
To start playing, either join a game that is waiting for players or cr
eate your own by clicking on the New Table button.
<br><br>
If creating a new game, you will be asked to configure certain setting
s. These include:
<ul>
<li>whether to rate the game;
<li>setting the number of players;
<li>whether to auction property if the player landing on the square do
esn't buy it;
</ul><br>
Once you join or create a table, you will need to select a playing tok
en. The Bank will automatically issue you $1,500 and the game proceeds
with the playing order decided at random.
<br><br>
</td>
</tr>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>You're In The Money</b></td>
</tr>
<tr>
<td width=10></td>
<td class="txtdef">
<p>
When it's your turn, your token will be highlighted and a Roll Dice bu
tton will appear beneath the board. Click the button to roll the dice
```

rules[1]

and your token will be moved.

If a player lands on a property that is not owned by another player, the Title Deed will appear and the player may either buy it or decline.

If it is property owned by another player, the appropriate rent will automatically be deducted from your cash and credited to the owner.

For all other squares, such as GO, Chance, Community Chest, Go to Jail, etc., the game will automatically execute the appropriate steps, such as drawing a card, paying taxes, paying salaries and so on.

Rolling doubles gives you two turns in a row. If you throw doubles three times in succession, you go immediately to Jail (for more about this square, see below).

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">"GO"</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

Each time a player's token lands on or passes over GO, whether by throwing the dice or drawing a card, he or she receives a salary of \$200.

The \$200 is paid only once each time around the board. However, if a player passing GO on the throw of the dice lands two spaces beyond it on Community Chest, or seven spaces beyond it on Chance, and then draws the "Advance to GO" card, he or she collects \$200 for passing GO the first time and another \$200 for reaching it again by instructions on the card.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">Buying Property</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

Whenever you land on unowned property you may buy it from the Bank at

rules[1]

the price listed on the Title Deed. A small profile of your playing token will appear on each piece of property you own.

If you do not wish to buy the property, the Banker may sell it at auction to the highest bidder. The buyer pays the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who originally declined to purchase it, may bid. Bidding starts at one-tenth of the original purchase price, and is incremented upward by the same amount.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">Paying Rent</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on the associated Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card appears face down on the property square.

It is an advantage to hold all the Title Deed cards in a color group (e.g., Boardwalk and Park Place; or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color group. This rule applies to non-mortgaged properties even if another property in that color group is mortgaged.

It is even more advantageous to have houses or hotels on properties, because rents are much higher than for unimproved properties.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">"Chance" and "Community Chest"</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

rules[1]

<p>

When you land on either of these spaces, the "top" card of the deck will be drawn and shown to you. If the card dictates that your piece be moved, it will do so automatically. If the card dictates a payment to or by you, cash balances will be adjusted accordingly.

The "Get Out of Jail Free" card is held until used. If the player who draws it does not wish to use it, he or she may sell or trade it, at any time, to another player.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">"Income Tax"</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

If you land here you have two options: an estimated tax payment of \$200, or an actual payment of 10 percent of your assets. Your assets include both cash and properties, so the 10 percent option can sometimes be much more expensive than the estimated \$200 fee. Choose wisely.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">"Jail"</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

You land in Jail when either your token lands on the space marked "Go to Jail," you draw a card marked "Go to Jail" or you throw doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move directly into Jail. Your turn ends when you are sent to Jail.

If you are not "sent" to Jail, but instead land on that space during the course of play, you are "Just Visiting." You incur no penalty and m

rules[1]

ove ahead as usual on your next turn.

You may get out of Jail by any of the following three ways. If you throw doubles on any of the three turns following your arrival in Jail (yes, you may still throw the dice on your turn while in Jail), immediately move forward the number of spaces shown by your throw. However, you do not get to roll again, as you normally would after rolling doubles.

You may also use the "Get Out of Jail Free" card if you have it, or after purchasing it from another player.

The last way to win your release is by paying a fine of \$50 before you roll the dice on either of your next two turns following your arrival in Jail.

If you do not throw doubles by your third turn, you must immediately pay the \$50 fine and move forward the number of spaces shown by your throw.

Even though you are in Jail, you may conduct business with other players, as well as collect rents.

</td>

</tr>

<tr class="modbg">

<td width=10></td>

<td class="txttease">Houses</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

When you own all the properties in a color group you may buy houses from the Bank and erect them on those properties. Each house appears on the property as a green square. You may buy and erect as many houses as your judgment and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on any one property of any color group until you have built one house on every property in that group. You may then begin on the second row of houses, and so on, up to a limit of four houses per property.

In other words, you cannot build three houses on one property if you have only one house on another property in that group.

The price you pay the Bank for each house is shown on your Title Deed


```

rules[1]
card for the property on which you erect the house.
<br><br>
The owner still collects double rent from an opponent who lands on the
unimproved properties of complete color groups.
<br><br>
As you build evenly, you must also break down evenly if you sell house
s back to the Bank (see Selling Property).
<br><br>
</td>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>Hotels</b></td>
</tr>
<tr>
<td width=10></td>
<td class="txtdef">
<p>
When a player has four houses on each property of a complete color gro
up, he or she may build a hotel and erect it on any property in that g
roup. The houses are returned to the Bank, and the player must then pu
rchase the hotel at the price listed on the Title Deed card. Only one
hotel may be erected on any one property. Hotels appear as red rectang
les on the property square.
<br><br>
</td>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>Building Shortages</b></td>
</tr>
<tr>
<td width=10></td>
<td class="txtdef">
<p>
The Bank has a finite supply of 32 houses and 12 hotels. When the Bank
has no more to sell, players wishing to build must wait for another p
layer to return or sell a building to the Bank.
<br><br>
</td>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>Selling Property</b></td>
</tr>
<tr>

```

```

rules[1]
<td width=10></td>
<td class="txtdef">
<p>
Unimproved properties, railroads and utilities (but not buildings) may
be sold or traded to any player as a private transaction for any amou
nt the owner can get. No property can be sold or traded if buildings a
re standing on any properties in that color group. Any buildings so lo
cated must be sold back to the Bank before the owner can sell any prop
erty of that color group.
<br><br>
Houses and hotels may be sold back to the Bank at any time for one-hal
f the price paid for them.
<br><br>
</td>
</tr>
<tr class="modbg">
<td width=10></td>
<td class="txttease"><b>Mortgages</b></td>
</tr>
<tr>
<td width=10></td>
<td class="txtdef">
<p>
Unimproved properties can be mortgaged through the Bank at any time. B
efore an improved property can be mortgaged, all the buildings on all
the properties of its color group must be sold back to the Bank at hal
f price. The mortgage value is printed on each Title Deed card. A Titl
e Deed icon appears on the property square of all mortgaged properties
.
<br><br>
No rent can be collected on mortgaged properties or utilities, but ren
t can be collected on non-mortgaged properties in the same group.
<br><br>
In order to lift the mortgage, the owner must pay the Bank the amount
of mortgage plus 10 percent interest. When all the properties of a col
or group are no longer mortgaged, the owner may begin to buy back hous
es at full price.
<br><br>
The player who mortgages property retains possession of it and no othe
r player may secure it by lifting the mortgage from the Bank. However,
the owner may sell this mortgaged property to another player at any a
greed price. If you are the new owner, you may lift the mortgage at on
ce if you wish by paying off the mortgage plus 10% interest to the Ban
k. If the mortgage is not lifted at once, you must pay the Bank 10% in
terest when you buy the property and if you lift the mortgage later yo

```

rules[1]

u must pay the Bank an additional 10% interest as well as the amount of the mortgage.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">Bankruptcy</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them; this cash is given to the creditor

If you have mortgaged property, you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If a player holds property in this way until a later turn, he or she must pay the interest again upon lifting the mortgage.

If you owe the Bank more than you can pay (because of taxes or penalties), even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells all such property at auction, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

</td>

<tr class="modbg">

<td width=10></td>

<td class="txttease">Miscellaneous</td>

</tr>

<tr>

<td width=10></td>

<td class="txtdef">

<p>

```

rules[1]
Money can be loaned to a player only by the Bank and then only by mort
gaging property. No player may borrow from or lend money to another pl
ayer.
<br><br>
</td>
</tr>
</table>
</td>

        <!-- third gutter -->
        <td></td>

        <!-- RESOURCES -->
        <td valign="top" width="159" align="right">
        <table cellpadding="0" cellspacing="0" border="0" widt
h="159">
<tr>
<td colspan="5"></td>
</tr>

<!-- RESOURCES -->
<tr>
<td colspan="5"></td>
</tr>
<tr>
<td rowspan="9" class="board"></td>
<td></td>
<td></td>
<td rowspan="9"></td>
<td rowspan="9" class="board"></td>
</tr>

<tr>
<td valign="top"></td>
<td class="smgray"><a href="/t/games/board/monopoly/rules.html">Rules<
/a></td>
</tr>
<tr>
<td valign="top"></td>

```

```

rules[1]
<td class="smgray"><a href="/t/games/board/monopoly/tips.html">Tips an
d Tricks</td>
</tr>
<tr>
<td valign="top"></td>
<td class="smgray"><a href="/t/games/board/monopoly/rating.html">Ratin
gs and Rank Info</a></td>
</tr>
<tr>
<td valign="top"></td>
<td class="smgray"><a href="/t/games/board/monopoly/links.html">Links<
/a></td>
</tr>
<tr>
<td valign="top"></td>
<td class="smgray"><a href="/t/games/board/monopoly/history.html">Hist
ory of The Game</a></td>
</tr>
<tr>
<td valign="top"></td>
<td class="smgray"><a href="/account/tellafriend.gsp">Tell a Friend Ab
out PlaySite</a></td>
</tr>
<tr>
<td valign="top"></td>
<td class="smgray"><a href="/account/feedback.gsp">Tell Us What You Th
ink of This Game</a></td>
</tr>
<tr>
<td colspan="2"></td>

</tr>
<tr>
<td colspan="4">
</td>
<td rowspan="2" class="board"></td>
</tr>
<tr>
<td class="board"></td>

```

```

rules[1]
<td><br></td>
<td colspan="2" class="txtdef">Scheduled tournaments are held
in:<br>
<a href="/games/list.gsp?root=playsite.board.backgammon">Backgammon</a><br>
<a href="/games/list.gsp?root=playsite.board.checkers">Checkers</a><br>
<a href="/games/list.gsp?root=playsite.board.chess">Chess</a><br>
<a href="/games/list.gsp?root=playsite.board.gomoku">Go-moku</a><br>
<a href="/games/list.gsp?root=playsite.board.hex">Hex</a><br>
<a href="/games/list.gsp?root=playsite.board.mancala">Mancala</a><br>
<a href="/games/list.gsp?root=playsite.board.reversi">Reversi</a><br>
<a href="/tournaments/rules.html">Find out more about tournaments</a>.

</td>
</tr>
<tr>
<td colspan="5" class="board"></td>
</tr>
</table>
<!-- END RESOURCES -->
</td>
</tr>
</table>
<table cellpadding="0" cellspacing="0" border="0" width="800">
<tr>
<td align="center">

<!-- NETWORK BAR -->
<style type="text/css">
.footerText {
font-family : tahoma,arial,Helvetica,sans-seri
f ;

font-size : 8pt ;
font-weight : normal ;
font-style : normal ;
text-decoration : none ;
}
.textWhite {
font-family : tahoma,arial,Helvetica,sans-seri
f ;

font-size : 8pt ;
font-weight : normal ;
font-style : normal ;
text-decoration : none ;
color : #ffffff ;
}

```


rules[1]

```
</table>
</td>
      </tr>
</table>
<br><br>

</body>
</html>
```